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AKAI professional

MPD26

USB/MIDI PAD CONTROL UNIT

FACTORY PRESET DOCUMENTATION

WWW.AKAIPRO.COM

PRESET #	PROGRAM	
1	**Live**	For use with Ableton Live.
2	**Reason**	This preset supports the Reason Remote protocol with supplied codec files. To use Reason with the Remote protocol, you will need to install the supplied Reason codec files. Each module in Reason will automatically map itself to the MPD26's controllers. This is extremely powerful as it allows you to use a single MPD26 preset to control all of the modules in Reason. See "Using the MPD26 with Reason" section for information on installing the Reason Remote codecs and mappings.
3	**Cubase**	For use with Steinberg's Cubase DAW. See "Using the MPD26 with Cubase" for information on preset mappings.
4	**Sonar**	For use with Cakewalk Sonar
5	**FL Studio**	For use with FL Studio 8. See "Using the MPD26 with FL Studio" for more information.
6	**ApplidAc**	For use with Applied Acoustics' String Studio and Ultra Analog.
7	**Arturia**	For use with Arturia software synth modules, such as Arp2600V, CS80V, Moog Modular V, and Minimoog V. See "Using the MPD26 with Arturia Synths" for information on preset mappings.
8	**FxPanBFD**	For use with Fxpansion's BFD software.
9	**FxPanGuru**	For use with FXpansion's GURU. See "Using the MPD26 with FXpansion's GURU" for information on preset mappings.
10	**GMedia**	For use with GMedia Softsynths
11	**RobPapen**	For use with Rob Papen synths, such as ConcreteFX's Blue and Predator. See "Using the MPD26 with Rob Papen Synths" for information on preset mappings.
12	**Stylus**	For use with Spectrasonics' Stylus RMX. See "Using the MPD26 with Stylus RMX" for information on preset mappings.
13	**Virsyn**	For use with Virsyn synths, such as Tera 3. See "Using the MPD26 with Virsyn Synths" for information on preset mappings.
14	**GM Drums**	Standard General MIDI drum and controller mapping. Good for general drum use.
15	**ArkaosVJ**	For use with ArkaosVJ Software
16	**Chromatic**	Standard General MIDI chromatic and controller mapping.
17-30	**default**	A Generic Template for personal customization

The presets included are only intended to be a starting point for your use. All of these software programs allow incredible amounts of control and by using multiple MIDI channels, controllers, pad modes and program changes, you can easily create some incredible music.
Enjoy.

USING THE MPD26 WITH REASON

Reason is a software program that allows for vast control of its parameters. The problem with having a lot of controllable items is the limit of physical space and the cost of building hardware controllers that can accommodate hundreds or thousands of controllers. The people at Propellerheads have developed a way to remap a single control surface to each of the modules in Reason. This protocol is called Reason Remote.

We have included all the files necessary to enable Reason to find the MPD26 and map its controls to whatever module you have selected in the sequencer.

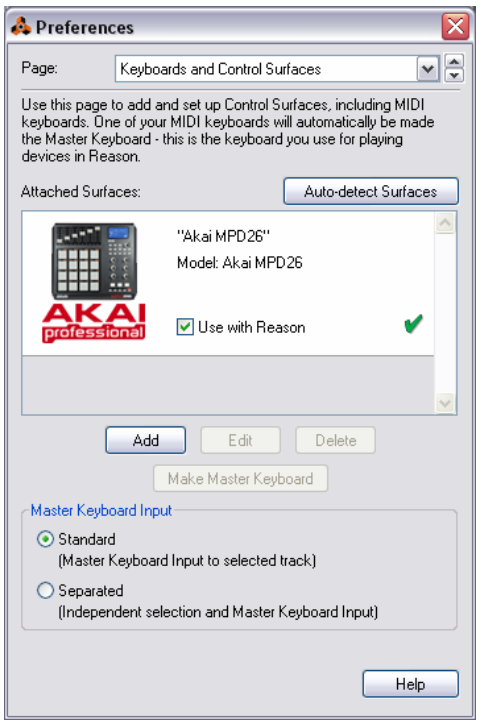
To begin using the MPD26 with Reason, you will need to make sure that you have version 3.0.5 or greater for the Mac or version 3.0.4 or later for the PC. Please note that the MPD26 is also compatible with Reason 4.

1. To install the Reason Remote codecs and remote maps, run the Reason Remote installer for your particular computer and it will auto-install the folders into the right locations.

2. After you have installed the Reason Remote codecs, select Preset number 2 – "Reason" – on your MPD26. Press the **[VALUE]** dial to load the preset.

   ! If you have edited MPD26's presets and are unable to load the Reason preset, use the supplied Vyzex Editor to load the Factory Preset Bank and "PUT" or download the factory preset bank into the MPD26.

3. Start up Reason and the software will automatically find the MPD26 controller. Within Reason, click on **[Preferences]** and look under **[Control Surfaces and Keyboards]**. You should see the Akai MPD26 icon with a green check mark. If it is not checked, click the "Use with Reason" button.



The MPD26 preset for Reason makes use of pad banks A, B and C for playing notes. With these three pad banks you get a 3-octave range of pitch control.

Pad bank D is configured to be used as a control bank. This pad bank allows you to use the pads as switches for certain features.

The mapped parameters are shown in the graphic above.

EXAMPLES:

- When you are controlling Redrum or Matrix, pads D1-D4 correspond to the Bank A, B, C, D buttons in the pattern section. Pads D9-12 will allow you to select between patterns 1-4 and pads D5-8 allow you to select between patterns 5-8.

The next few pages feature a full table of the mapping functions. Please refer to this table for information on how the MPD26 controls map to each individual module in Reason. You can always change how controllers are mapped by modifying the "MPD26.remotemap" file. This will allow you to customize how Reason and your MPD26 work.

reMIX

MPD24 Control	REASON Parameter	
Fader 1	Channel 1 Level	Group 1
Fader 2	Channel 2 Level	Group 1
Fader 3	Channel 3 Level	Group 1
Fader 4	Channel 4 Level	Group 1
Fader 5	Channel 5 Level	Group 1
Fader 6	Channel 6 Level	Group 1
Knob 1	Channel 1 Pan	Group 1
Knob 2	Channel 2 Pan	Group 1
Knob 3	Channel 3 Pan	Group 1
Knob 4	Channel 4 Pan	Group 1
Knob 5	Channel 5 Pan	Group 1
Knob 6	Channel 6 Pan	Group 1
Fader 1	Channel 7 Level	Group 2
Fader 2	Channel 8 Level	Group 2
Fader 3	Channel 9 Level	Group 2
Fader 4	Channel 10 Level	Group 2
Fader 5	Channel 11 Level	Group 2
Fader 6	Channel 12 Level	Group 2
Knob 1	Channel 7 Pan	Group 2
Knob 2	Channel 8 Pan	Group 2
Knob 3	Channel 9 Pan	Group 2
Knob 4	Channel 10 Pan	Group 2
Knob 5	Channel 11 Pan	Group 2
Knob 6	Channel 12 Pan	Group 2
Fader 1	Channel 1 Level	Group 3
Fader 2	Channel 2 Level	Group 3
Fader 3	Channel 3 Level	Group 3
Fader 4	Channel 4 Level	Group 3
Fader 5	Channel 5 Level	Group 3
Fader 6	Channel 6 Level	Group 3
Knob 1	Channel 1 Aux 1 Send	Group 3
Knob 2	Channel 2 Aux 1 Send	Group 3
Knob 3	Channel 3 Aux 1 Send	Group 3
Knob 4	Channel 4 Aux 1 Send	Group 3
Knob 5	Channel 5 Aux 1 Send	Group 3
Knob 6	Channel 6 Aux 1 Send	Group 3
Fader 1	Channel 7 Level	Group 4
Fader 2	Channel 8 Level	Group 4
Fader 3	Channel 9 Level	Group 4
Fader 4	Channel 10 Level	Group 4
Fader 5	Channel 11 Level	Group 4
Fader 6	Channel 12 Level	Group 4
Knob 1	Channel 7 Aux 1 Send	Group 4
Knob 2	Channel 8 Aux 1 Send	Group 4
Knob 3	Channel 9 Aux 1 Send	Group 4
Knob 4	Channel 10 Aux 1 Send	Group 4
Knob 5	Channel 11 Aux 1 Send	Group 4
Knob 6	Channel 12 Aux 1 Send	Group 4
Fader 1	Channel 13 Level	Group 5
Fader 2	Channel 14 Level	Group 5
Fader 6	Master Level	Group 5
Knob 1	Channel 13 Aux 1 Send	Group 5
Knob 2	Channel 14 Aux 1 Send	Group 5
Knob 5	Aux 3 Return Level	Group 5
Knob 6	Aux 4 Return Level	Group 5

PEQ-2
TWO BAND PARAMETRIC EQ

MPD24 Control	REASON Parameter
Fader 1	Filter A Freq
Fader 2	Filter A Q
Fader 3	Filter A Gain
Fader 4	Filter B Freq
Fader 5	Filter B Q
Fader 6	Filter B Gain

RV-7
DIGITAL REVERB

MPD24 Control	REASON Parameter
Fader 1	Algorithm
Fader 2	Size
Fader 3	Decay
Fader 4	Damping
Fader 5	Dry/Wet
Fader 6	Enabled

DDL-1
DIGITAL DELAY LINE

MPD24 Control	REASON Parameter
Fader 1	DelayTime (steps)
Fader 2	DelayTime (ms)
Fader 3	Feedback
Fader 4	Pan
Fader 5	Dry/Wet Balance
Fader 6	Enabled

D-11
FOLDBACK DISTORTION

MPD24 Control	REASON Parameter
Fader 1	Amount
Fader 2	Foldback
Fader 6	Enabled

ECF-42
ENVELOPE CONTROLLED FILTER

MPD24 Control	REASON Parameter
Fader 1	Frequency
Fader 2	Resonance
Fader 3	Env Amount
Fader 4	Velocity
Knob 6	Release

CF-101
CHORUS/FLANGER

MPD24 Control	REASON Parameter
Fader 1	Delay
Fader 2	Feedback
Fader 3	Rate
Fader 4	Modulation Amount
Fader 5	LFO Sync Enable
Fader 6	Enabled

PH-90
PHASER

MPD24 Control	REASON Parameter
Fader 1	Frequency
Fader 2	Split
Fader 3	Width
Fader 4	Rate
Fader 5	Frequency Modulation
Fader 6	Feedback

UN-16
UNISON

MPD24 Control	REASON Parameter
Fader 1	Voice Count
Fader 2	Detune
Fader 3	Dry/Wet
Fader 6	Enabled

COMP-01
AUTO MAKE-UP GAIN COMPRESSOR

MPD24 Control	REASON Parameter
Fader 1	Ratio
Fader 2	Threshold
Fader 3	Attack
Fader 4	Release
Fader 6	Enabled

REASON AKAI MPD26 PRESET MAPPINGS

Malström

MPD24 Control	REASON Parameter	
Pad D13	Select Previous Patch	Global
Pad D14	Select Next Patch	Global
Fader 1	Filter Env Attack	Group 1
Fader 2	Filter Env Decay	Group 1
Fader 3	Filter Env Sustain	Group 1
Fader 4	Filter Env Release	Group 1
Fader 5	Filter Env Amount	Group 1
Fader 6	Master Level	Group 1
Knob 1	Shaper Mode	Group 1
Knob 2	Shaper Amount	Group 1
Knob 3	Filter A Mode	Group 1
Knob 4	Filter B Mode	Group 1
Knob 5	Filter B Freq	Group 1
Knob 6	Filter B Resonance	Group 1
Fader 1	Oscillator A Attack	Group 2
Fader 2	Oscillator A Decay	Group 2
Fader 3	Oscillator A Sustain	Group 2
Fader 4	Oscillator A Release	Group 2
Fader 5	Oscillator A Index	Group 2
Fader 6	Oscillator A Gain	Group 2
Knob 1	Oscillator A Motion	Group 2
Knob 3	Oscillator A Shift	Group 2
Knob 4	Oscillator A Octave	Group 2
Knob 5	Oscillator A Semi	Group 2
Knob 6	Oscillator A Cent	Group 2
Fader 1	Oscillator B Attack	Group 3
Fader 2	Oscillator B Decay	Group 3
Fader 3	Oscillator B Sustain	Group 3
Fader 4	Oscillator B Release	Group 3
Fader 5	Oscillator B Index	Group 3
Fader 6	Oscillator B Gain	Group 3
Knob 1	Oscillator B Motion	Group 3
Knob 3	Oscillator B Shift	Group 3
Knob 4	Oscillator B Octave	Group 3
Knob 5	Oscillator B Semi	Group 3
Knob 6	Oscillator B Cent	Group 3
Fader 1	Modulator A Curve	Group 4
Fader 2	Modulator A Rate	Group 4
Fader 3	Modulator A To Pitch	Group 4
Fader 4	Modulator A To Index	Group 4
Fader 5	Modulator A To Shift	Group 4
Fader 6	Modulator A Target	Group 4
Knob 1	Modulator B Curve	Group 4
Knob 2	Modulator B Rate	Group 4
Knob 3	Modulator B To Motion	Group 4
Knob 4	Modulator B To Level	Group 4
Knob 5	Modulator B To Filter	Group 4
Knob 6	Modulator B To Modulator A	Group 4

combinator

MPD24 Control	REASON Parameter
Fader 1	Rotary 1
Fader 2	Rotary 2
Fader 3	Rotary 3
Fader 4	Rotary 4
Pad D1	Button 1
Pad D 2	Button 2
Pad D 3	Button 3
Pad D 4	Button 4

SUBTRACTOR

MPD24 Control	REASON Parameter	
PadD13	Select Previous Patch	Global
PadD14	Select Next Patch	Global
Fader 1	Filter Freq	Group 1
Fader 2	Filter Res	Group 1
Fader 3	Filter2 Freq	Group 1
Fader 4	Filter2 Res	Group 1
Fader 5	Filter Env Amount	Group 1
Fader 6	Filter Env Vel Amount	Group 1
Knob 1	Amp Env Sustain	Group 1
Knob 2	Amp Env Release	Group 1
Knob 3	Amp Env Attack	Group 1
Knob 4	Amp Env Decay	Group 1
Knob 5	Filter Env Sustain	Group 1
Knob 6	Filter Env Release	Group 1
Fader 1	Osc1 Wave	Group 2
Fader 2	Osc1 Octave	Group 2
Fader 3	Osc1 Semitone	Group 2
Fader 4	Osc2 Wave	Group 2
Fader 5	Osc2 Octave	Group 2
Fader 6	Osc2 Semitone	Group 2
Knob 1	Noise Color	Group 2
Knob 2	Noise Level	Group 2
Knob 3	FM Amount	Group 2
Knob 4	Osc Mix	Group 2
Knob 5	Osc1 Phase Diff	Group 2
Knob 6	Osc2 Phase Diff	Group 2
Fader 1	Mod Env Attack	Group 3
Fader 2	Mod Env Decay	Group 3
Fader 3	Mod Env Sustain	Group 3
Fader 4	Mod Env Release	Group 3
Fader 5	Mod Env Gain	Group 3
Fader 6	Mod Env Dest	Group 3
Knob 1	FM Vel Amount	Group 3
Knob 2	Portamento	Group 3
Knob 3	Filter2 Freq Vel Amount	Group 3
Knob 4	Filter Env Vel Amount	Group 3
Knob 5	LFO2 Rate	Group 3
Knob 6	LFO2 Amount	Group 3

NN-19 DIGITAL SAMPLER

MPD24 Control	REASON Parameter
Pad D13	Select Previous Patch
Pad D14	Select Next Patch
Fader 1	Filter Freq
Fader 2	Filter Res
Fader 3	Filter Env Amount
Fader 4	Sample Start
Fader 5	Portamento
Fader 6	Master Level
Knob 1	Amp Env Sustain
Knob 2	Amp Env Release
Knob 3	Amp Env Attack
Knob 4	Amp Env Decay
Knob 5	Filter Env Sustain
Knob 6	Filter Env Release

REDRUM

MPD24 Control	REASON Parameter	
Pad D13	Select Previous Patch	Global
Pad D14	Select Next Patch	Global
Pad D 9	Pattern 1	Global
Pad D 10	Pattern 2	Global
Pad D 11	Pattern 3	Global
Pad D 12	Pattern 4	Global
Pad D 5	Pattern 5	Global
Pad D 6	Pattern 6	Global
Pad D 7	Pattern 7	Global
Pad D 8	Pattern 8	Global
Pad D 1	Bank A	Global
Pad D 2	Bank B	Global
Pad D 3	Bank C	Global
Pad D 4	Bank D	Global
Fader 1	Drum 1 Level	Group 1
Fader 2	Drum 2 Level	Group 1
Fader 3	Drum 3 Level	Group 1
Fader 4	Drum 4 Level	Group 1
Fader 5	Drum 5 Level	Group 1
Fader 6	Master Level	Group 1
Knob 1	Flam Amount	Group 1
Knob 2	Select Patch Delta	Group 1
Knob 3	Drum 5 Pan	Group 1
Knob 5	Drum 3 Pan	Group 1
Knob 6	Drum 4 Pan	Group 1
Fader 1	Drum 6 Level	Group 2
Fader 2	Drum 7 Level	Group 2
Fader 3	Drum 8 Level	Group 2
Fader 4	Drum 9 Level	Group 2
Fader 5	Drum 10 Level	Group 2
Fader 6	Master Level	Group 2
Knob 1	Flam Amount	Group 2
Knob 2	Select Patch Delta	Group 2
Knob 3	Drum 10 Pan	Group 2
Knob 5	Drum 8 Pan	Group 2
Knob 6	Drum 9 Pan	Group 2
Fader 1	Drum 1 Level	Group 3
Fader 2	Drum 2 Level	Group 3
Fader 3	Drum 3 Level	Group 3
Fader 4	Drum 4 Level	Group 3
Fader 5	Drum 5 Level	Group 3
Fader 6	Master Level	Group 3
Knob 1	Flam Amount	Group 3
Knob 2	Select Patch Delta	Group 3
Knob 3	Drum 5 Pitch	Group 3
Knob 5	Drum 3 Pitch	Group 3
Knob 6	Drum 4 Pitch	Group 3

Dr:rex LOOP PLAYER

MPD24 Control	REASON Parameter
Pad D13	Select Previous Loop
Pad D14	Select Next Loop
Fader 1	Filter Freq
Fader 2	Filter Res
Fader 3	Filter Env Amount
Fader 4	Transpose
Fader 5	Osc Env Amount
Fader 6	Master Level
Knob 1	Amp Env Sustain
Knob 2	Amp Env Release
Knob 3	Amp Env Attack
Knob 4	Amp Env Decay
Knob 5	Filter Env Sustain
Knob 6	Filter Env Release
Knob 7	Filter Env Attack
Knob 8	Filter Env Decay

REDRUM

MPD24 Control	REASON Parameter	
Fader 1	Drum 6 Level	Group 4
Fader 2	Drum 7 Level	Group 4
Fader 3	Drum 8 Level	Group 4
Fader 4	Drum 9 Level	Group 4
Fader 5	Drum 10 Level	Group 4
Fader 6	Master Level	Group 4
Knob 1	Flam Amount	Group 4
Knob 2	Select Patch Delta	Group 4
Knob 3	Drum 10 Pitch	Group 4
Fader 1	Drum 1 Length	Group 5
Fader 2	Drum 2 Length	Group 5
Fader 3	Drum 3 Length	Group 5
Fader 4	Drum 4 Length	Group 5
Fader 5	Drum 5 Length	Group 5
Fader 6	Master Level	Group 5
Knob 1	Flam Amount	Group 5
Knob 2	Select Patch Delta	Group 5
Knob 3	Drum 5 Pitch	Group 5
Knob 5	Drum 3 Pitch	Group 5
Knob 6	Drum 4 Pitch	Group 5
Fader 1	Drum 6 Length	Group 6
Fader 2	Drum 7 Length	Group 6
Fader 3	Drum 8 Length	Group 6
Fader 4	Drum 9 Length	Group 6
Fader 5	Drum 10 Length	Group 6
Fader 6	Master Level	Group 6
Knob 1	Flam Amount	Group 6
Knob 2	Select Patch Delta	Group 6
Knob 3	Drum 10 Pitch	Group 6
Knob 5	Drum 8 Pitch	Group 6
Knob 6	Drum 9 Pitch	Group 6

MATRIX

MPD24 Control	REASON Parameter
Play	Run
Fader 1	Pattern Enable
Fader 2	Pattern Select in Bank
Fader 3	Bank Select
Fader 6	Resolution
Pad D9	Pattern 1
Pad D10	Pattern 2
Pad D11	Pattern 3
Pad D12	Pattern 4
Pad D5	Pattern 5
Pad D6	Pattern 6
Pad D7	Pattern 7
Pad D8	Pattern 8
Pad D1	Bank A
Pad D 2	Bank B
Pad D 3	Bank C
Pad D 4	Bank D

NN-XT

MPD24 Control	REASON Parameter
Pad D13	Select Previous Patch
Pad D14	Select Next Patch
Fader 1	Filter Freq
Fader 2	Filter Res
Fader 3	Amp Env Attack
Fader 4	Amp Env Decay
Fader 5	Amp Env Release
Fader 6	Master Volume
Knob 2	Select Patch Delta
Knob 5	Mod Env Decay

microMIX

MPD24 Control	REASON Parameter	
Fader 1	Channel 1 Level	Group 1
Fader 2	Channel 2 Level	Group 1
Fader 3	Channel 3 Level	Group 1
Fader 4	Channel 4 Level	Group 1
Fader 5	Channel 5 Level	Group 1
Fader 6	Channel 6 Level	Group 1
Knob 1	Channel 1 Pan	Group 1
Knob 2	Channel 2 Pan	Group 1
Knob 3	Channel 3 Pan	Group 1
Knob 4	Channel 4 Pan	Group 1
Knob 5	Channel 5 Pan	Group 1
Knob 6	Channel 6 Pan	Group 1
Fader 1	Channel 1 Level	Group 2
Fader 2	Channel 2 Level	Group 2
Fader 3	Channel 3 Level	Group 2
Fader 4	Channel 4 Level	Group 2
Fader 5	Channel 5 Level	Group 2
Fader 6	Channel 6 Level	Group 2
Knob 1	Channel 1 Aux Send	Group 2
Knob 2	Channel 2 Aux Send	Group 2
Knob 3	Channel 3 Aux Send	Group 2
Knob 4	Channel 4 Aux Send	Group 2
Knob 5	Channel 5 Aux Send	Group 2
Knob 6	Channel 6 Aux Send	Group 2

RV7000

MPD24 Control	REASON Parameter
Pad D13	Select Previous Patch
Pad D14	Select Next Patch
Fader 1	Decay
Fader 2	HF Damp
Fader 3	Hi EQ
Fader 4	EQ On/Off
Fader 5	Gate On/Off
Fader 6	Dry/Wet
Knob 5	Soft Knob 2
Knob 3	Soft Knob 3
Knob 1	Soft Knob 4
Knob 6	Soft Knob 6
Knob 4	Soft Knob 7
Knob 2	Soft Knob 8

Scream 4

MPD24 Control	REASON Parameter
Pad D13	Select Previous Patch
Pad D14	Select Next Patch
Fader 1	Damage Control
Fader 2	Damage Type
Fader 3	Cut Lo
Fader 4	Cut Mid
Fader 5	Cut Hi
Fader 6	Master Level
Knob 1	Damage On/Off
Knob 2	Cut On/Off
Knob 3	Body Auto
Knob 4	Body Type
Knob 5	Body Resonance
Knob 6	Body Scale

MClass Maximizer

MPD24 Control	REASON Parameter
Fader 1	Input Gain
Fader 2	Attack Speed
Fader 3	Release Speed
Fader 4	Output Gain
Fader 5	Soft Clip Amount
Knob 5	Soft Clip Enable
Knob 6	Enabled

BV512 vocoder

MPD24 Control	REASON Parameter	
Pad D13	Select Previous Patch	
Pad D14	Select Next Patch	
Knob 2	Dry/Wet	
Knob 3	Shift	
Knob 4	HF Emphasis	
Knob 5	Attack	
Knob 6	Decay	
Fader 1	Band Level 1	Band 1-6
Fader 2	Band Level 2	Band 1-6
Fader 3	Band Level 3	Band 1-6
Fader 4	Band Level 4	Band 1-6
Fader 5	Band Level 5	Band 1-6
Fader 6	Band Level 6	Band 1-6
Fader 1	Band Level 7	Band 7-12
Fader 2	Band Level 8	Band 7-12
Fader 3	Band Level 9	Band 7-12
Fader 4	Band Level 10	Band 7-12
Fader 5	Band Level 11	Band 7-12
Fader 6	Band Level 12	Band 7-12
Fader 1	Band Level 13	Band 13-18
Fader 2	Band Level 14	Band 13-18
Fader 3	Band Level 15	Band 13-18
Fader 4	Band Level 16	Band 13-18
Fader 5	Band Level 17	Band 13-18
Fader 6	Band Level 18	Band 13-18
Fader 1	Band Level 19	Band 19-24
Fader 2	Band Level 20	Band 19-24
Fader 3	Band Level 21	Band 19-24
Fader 4	Band Level 22	Band 19-24
Fader 5	Band Level 23	Band 19-24
Fader 6	Band Level 24	Band 19-24
Fader 1	Band Level 25	Band 25-32
Fader 2	Band Level 26	Band 25-32
Fader 3	Band Level 27	Band 25-32
Fader 4	Band Level 28	Band 25-32
Fader 5	Band Level 29	Band 25-32
Fader 6	Band Level 30	Band 25-32

MClass Equalizer

MPD24 Control	REASON Parameter
Fader 1	Low Shelf Frequency
Fader 2	Low Shelf Gain
Fader 3	Low Shelf Q
Fader 4	Parametric 1 Frequency
Fader 5	Parametric 1 Gain
Fader 6	Parametric 1 Q
Knob 5	Parametric 2 Q
Knob 6	Hi Shelf Frequency
Knob 3	Hi Shelf Gain
Knob 4	Hi Shelf Q

MClass Compressor

MPD24 Control	REASON Parameter
Fader 1	Input Gain
Fader 2	Threshold
Fader 3	Ratio
Fader 4	Attack
Fader 5	Release
Fader 6	Output Gain
Knob 5	Adapt
Knob 6	Enabled

MClass Stereo Imager

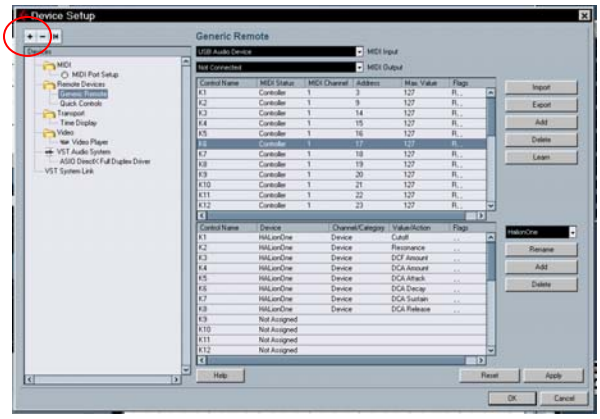
MPD24 Control	REASON Parameter
Fader 1	Low Width
Fader 2	X-Over Frequency
Fader 3	High Width
Fader 4	Solo Mode
Fader 5	Enabled

USING THE MPD26 WITH CUBASE

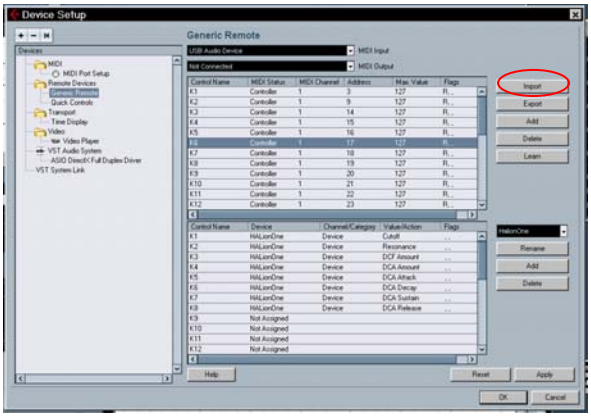
The included .xml file is a generic remote to be used with Steinberg Cubase 4. This remote contains mappings for the Cubase Mixer and all of the included Steinberg plugins.

To install this remote, follow these steps:

1. Go to the **Devices** Menu and Choose **Device Setup**.
2. The **Device Setup** window will appear as shown below.
3. Click on the "+" symbol (as indicated by the circle below), and choose "Generic Remote".



4. Next, click on the **Import** button (as indicated by the red circle below):



5. Choose the file "**MPD26.xml**" from the \Software Preset Files\Cubase directory.
6. To open the Generic Remote, go to the **Device Menu**, and choose "Generic Remote."
7. Select MIXER 1-6 from the drop-down menu.

Remember, the MPD26 is configured to work with the Mixer Volumes and Pans, but can be reconfigured to control whatever parameter you wish.

The FL Studio template has a sampler channel dedicated to each pad:

- Pad Bank A will play each channel at its true pitch.
- Pad Bank B will mute the corresponding pad.
- Pad Bank C will select the corresponding channel, allowing for each channel to be played chromatically with a keyboard.
- Pad bank D will play the sample loaded on the selected track in semitones.

Buttons S1-8 will select additional tracks beyond the first twelve, for easily selecting generators, VST plugin channels, etc.

Set up FL Studio as follows:

1. Copy the MPD26 folder contained on the CD into the following directory:

   C:\Program Files\Image-Line\FL Studio 9\Data\Projects\Templates\Hardware

2. Open FL Studio.

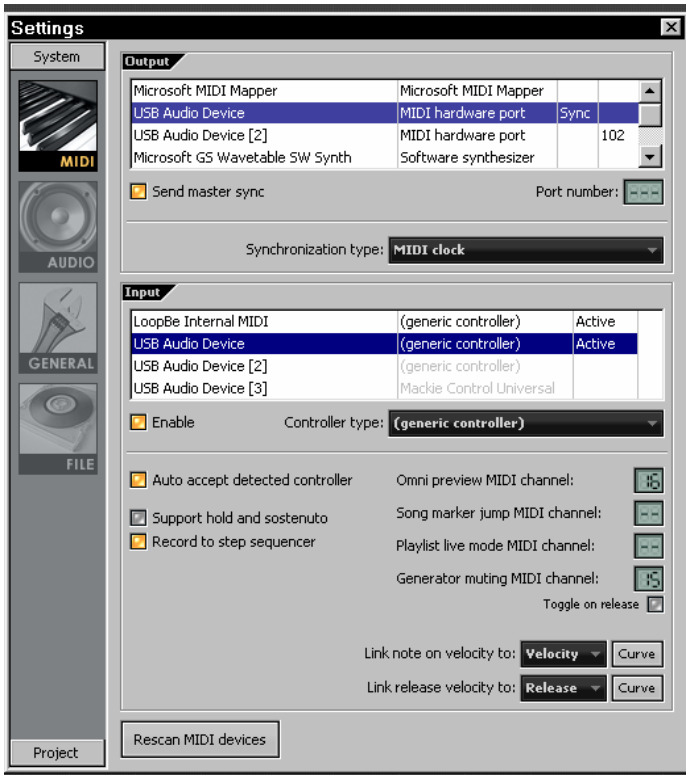
3. Press **F10**, or go to **Options / MIDI Settings**.

4. For Input and Output, select "USB Audio Device." Make sure to select "Send Master Sync for Output" and "Enable" for Input.

5. For **Omni preview MIDI channel**, choose Channel 16.

6. For **Generator muting MIDI channel**, choose Channel 15

7. Select "Record to step sequencer."



The FL Studio preset is configured to take advantage of FL Studio's Step Sequencer. For working with the Piano Roll, use one of the MPD26's generic templates.

USING THE MPD26 WITH SPECTRASONICS STYLUS RMX

www.spectrasonics.net
www.ilio.com

1. To use the MPD26 with Stylus RMX you will need to copy the **[Akai]** folder from the **[Spectrasonics-StylusRMX MIDI Templates]** folder on the CD-ROM to the following folder on your computer.
   SAGE/Stylus RMX/Patches/MIDI Learn
2. After you have copied the folder, load the Factory Preset on the MPD26 named **[Stylus]**.
3. Open your host software and open an instance of Stylus RMX.
4. Go to the lower right hand corner of the Stylus RMX interface and select the disk icon.
5. In the disk icon menu select **[MIDI Learn]** and then select **[Load Template]**.
6. Navigate to the **[AKAI]** folder and choose one of the 4 MIDI template files that we have created for you.

The MIDI Learn Template files are as follows:

```
Akai_MPD26_Chaos.ctl_rmx
Akai_MPD26_Kit.ctl_rmx
Akai_MPD26_Mixer.ctl_rmx
Akai_MPD26_Part.ctl_rmx
```

All of the templates map the MPD26's faders to the parameters in the "EASY" menu.

Fader 1 = Volume
Fader 2 = Pan
Fader 3 = Pitch
Fader 4 = Decay
Fader 5 = Tone
Fader 6 = Emphasis

The MPD26 knob mappings are as follows:

	Akai_MPD26_Chaos	Akai_MPD26_Kit/Mixer	Akai_MPD26_Part
Knob 1	Chaos_On/Off	Level Part 1	Part Level
Knob 2	Pattern	Level Part 2	Part Pan
Knob 3	Repeat	Level Part 3	Part Send 1
Knob 4	Reverse	Level Part 4	Part Send 2
Knob 5	Pitch	Level Part 5	Part Send 3
Knob 6	Buzz	Level Part 6	Part Send 4

Pad banks are mapped out to make use of the 3 main modes in Stylus RMX.

Pad Bank A is mapped best for Kits. This is not a chromatic mapping but is mapped so as to lay out the kit samples in the best way for general playing.
Pad Bank B is mapped to make use of the Groove mode. It is mapped sequentially from pad B1 to B16
Pad Bank C and D are mapped to make use of Slice mode. Due to the note range of "Slice" mode there are some Groove mode pad mappings in the bank D, specifically pads D9-D16.

These are just some basic MIDI Learn templates and MPD26 presets.
We would suggest playing with having different pads mapped to Toggle mode or mapping pads to different MIDI channels so as to access different parts.
Stylus RMX is capable of many complex controller and pad mappings and the MPD26 makes a great companion to this product.

USING THE MPD26 WITH FXPANSION GURU

Guru is a flexible drum pattern and loop manipulation software which partners very well with the MPD26. The ability to map pads to trigger individual drum hits and patterns on different voice engines, as well as to trigger complete scenes makes for unlimited potential in live performance. In addition, the ability to control 8 different parameters on the individual pads and 6 controls within the MIX FX section allows for great real-time control and manipulation.

www.fxpansion.com

We have included a basic preset that will work well with Guru. Of course you can control some pads, patterns and scenes all within one preset but we'll let you come up with your own preferred settings.

Guru

This program is set up to map all 16 pads of each bank to the 16 pads of Guru.

Pad Bank A is mapped to all 16 pads in voice engine 1.
Pad Bank B is mapped to all 16 pads in voice engine 2.
Pad Bank C is mapped to all 16 pads in voice engine 3.
Pad Bank D is mapped to all 16 pads in voice engine 4.

USING THE MPD26 WITH BFD

BFD is the premiere software drum module, featuring high-quality drum samples for realistic drum performance. BFD Lite can be used as a standalone computer application, or as a VST instrument which can be dropped into your favorite host environment.

We have included a default MIDI map for BFD which gives you access to all the major features of the software.

The MPD26 comes with a preset which is already set up to work with BFD or BFD Lite.

1. To load the preset in the MPD26, press the **[PRESET]** button and use the **[VALUE]** dial to select preset number 8 – "FXPanBFD". Press the **[VALUE]** dial to load the preset.

   ! If you have edited MPD26's presets and are unable to load the BFD, use the supplied Uniquest Editor to load the Factory Preset Bank and "PUT" or download the factory preset bank into the MPD26.

We have laid out the pads, sliders and knobs in a way to make the most use out of the MPD26:

- You can control the levels of the various mics, the master level and the hi-hat open/close status via the MPD26 Faders.

- The knobs are mapped to the tuning of the drums with the addition of K2 being mapped to control the mic position on the kick drum and K4 being mapped to the mic position of the snare drum.

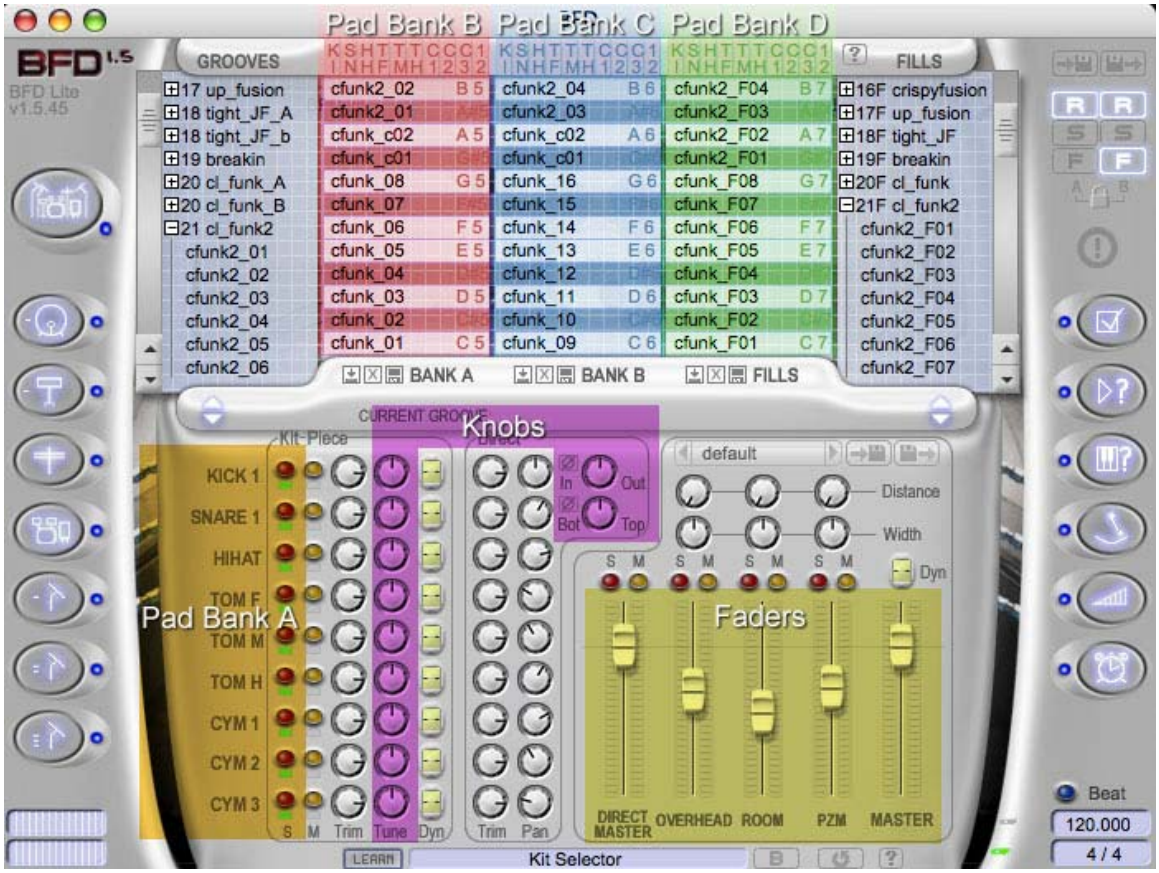
- The pads are mapped for playing the individual drum sounds as well as controlling playback of the grooves and fills.

  Pad Bank A is set up for playing the drum sounds.
  Pad Bank B is set up to trigger the Grooves in Bank A.
  Pad Bank C is set up to trigger the Grooves in Bank B.
  Pad Bank D is set up to trigger the Grooves in the Fills bank.

  Note that pads 13-16 in the B, C and D banks are not assigned to anything.

Controller Mapping Table

Below is a screen shot that shows the Pad Banks, Faders, and Knobs in relation to their mapping within BFD.



USING THE MPD26 WITH ARTURIA SYNTHS

We have made a template file for most of the popular Arturia synths that all work in conjunction with the Arturia Preset on the MPD26. Each Arturia synth has its own MIDI Map file that will automatically assign the functions within that synth. This file is named **controlMIDI**.

Each synth's controlMIDI file needs to be copied to the following folder so that the mapping will work. Be aware that writing over the existing controlMIDI file will change any custom MIDI learn mappings you have made.

ARP2600V
Mac – Library/Preferences/arp2600v/save/
PC – C:\Program Files\Arturia\arp2600v\save\

CS80V
Mac – Library/Preferences/Cs80V/save/
PC – C:\Program Files\Arturia\Cs80V\save\

MOOG MODULAR V
Mac – Library/Preferences/MoogModularV2/save/
PC – C:\Program Files\Arturia\MoogModularV2\save\

MINIMOOG V
Mac – Library/Preferences/minimoog v/save/
PC – C:\Program Files\Arturia\MinimoogV\save\

PROPHET V
Mac – Library/Preferences/ProphetV/save/
PC – C:\Program Files\Arturia\ProphetV\save\

JUPITER 8V
Mac – Library/Preferences/Jupiter8V/save/
PC – C:\Program Files\Arturia\ Jupiter8V\save\

PROPHET V
Mac – Library/Preferences/Analog Studio/save/
PC – C:\Program Files\Arturia\Analog Studio\save\

	ARP2600V	CS80V	MOOG MODULAR V	MINIMOOG V	PROPHET V	JUPITER 8V	ANALOG STUDIO
Fader 1	VCF Cutoff	HPF Cutoff I	Filter 1 Cuttoff	VCF Cutoff	P5-VCF Cutoff	LPF Cutoff	Cutoff Filter
Fader 2	VCF Resonance	HPF Reso I	Filter 2 Cuttoff	VCF Emphasis	P5-VCF Reso	LPF Resonance	Reso.
Fader 3	VCF input 1	LPF Cutoff I	Filter 3 Cuttoff	VCF Env Amount	P5-VCF Env Amount	HPF Cutoff	LFO Rate
Fader 4	VCF input 2	LPF Reso I	LFO 1 Freq	Mod Mix	P5-VCF KBD	VCF Mod amt	LFO Amt
Fader 5	VCF input 3	VCF Attack Level I	2D pad A - X	Glide	P5-VCF ENV Attack	Env1 Attack	Env Attack
Fader 6	VCF input 4	VCF Attack I	2D pad A - Y	VCF ENV Attack	P5-VCF ENV Decay	Env1 Decay	Env Decay
Knob 1	VCF Cutoff Fine	PWM Speed I	Filter 1 Res.	OSC Vol. 1	P5-poly-mod FiltENV	Source Mix	Key Params 1
Knob 2	VCF Notch Freq	PWM Amount I	Filter 2 Res.	OSC Vol. 2	P5-poly-mod OSC B	VCF LFO Mod	Key Params 2
Knob 3	VCF Control In 1	Pulse Width I	Filter 3 Res.	OSC Vol. 3	P5-LFO Rate	VCF Key follow	Key Params 3
Knob 4	VCF Control In 2	Noise Level I	Lfo 2 Freq	Ext. Input Vol.	P5-whl-mod LFO/Noise	VCA Lfo Mod	Key Params 4
Knob 5	VCF Control In 3	VCA Attack I	Pan VCA 1	Noise Volume	P5-VCA Attack	Env2 Attack	
Knob 6	Final Mix Volume	VCA Decay I	Pan VCA 2	VCA ENV Attack	P5-VCA Decay	Env2 Decay	ChorusFx Mix

USING THE MPD26 WITH G-MEDIA SYNTHS

AKAI MPD26 PRESET MAPPINGS

	MINIMONSTA	IMPOSCAR	ODDITY
Fader 1	Cutoff	Filter Freq	VCF Cutoff
Fader 2	Emphasis	Filter Q	VCF Res
Fader 3	Contour	Env Amt	ADSR Filter Amt
Fader 4	Cutoff LFO Amp	FiltDrive	AR Filter Amt
Fader 5	Cutoff LFO Time	F Env Attk	ADSR Attack
Fader 6	F Env Attack	F Env Dec	ADSR Decay
Knob 1	Cutoff LFO Shape	Filter Type	HPF Cutoff
Knob 2	Cutoff LFO Delay	Filter Separation	VCA Gain
Knob 3	Cutoff LFO S+H	Filter Keytrack	AR Attack
Knob 4	Emphasis LFO Amp	F Env Delay	AR Release
Knob 5	Emphasis LFO Time	A Env Attk	VCA Velocity
Knob 6	A Env Attack	A Env Dec	VCF Velocity

USING THE MPD26 WITH ROB PAPEN SYNTHS

Installing and loading the MIDI map files:

BLUE

Mac – Place the file labeled ***MPD26_Blue.stp*** in the Applications/Rob Papen/Blue/Blue ECS folder.

After starting Blue in your host software, click on '**Global'**. At the bottom right of the **GLOBAL** page you will see **Ex. Con. Setup**. Select '**Load'** and choose the **MPD26_Blue.stp** file. Select the Rob Papen Preset on your MPD26 and the controllers will be mapped to some of the most used functions. See the 'Blue' reference manual to change controller mappings to suit your own needs.

PC - Place the file labeled ***MPD26_Blue.stp*** into the "Blue\ECS" folder in your default VST folder. (Usually C:\Program Files\Steinberg\VstPlugins)

After starting Blue in your host software, click on '**Global'**. At the bottom right of the **GLOBAL** page you will see **Ex. Con. Setup**. Select '**Load'** and choose the **MPD26_Blue.stp** file. Select the Rob Papen Preset on your MPD26 and the controllers will be mapped to some of the most used functions. See the 'Blue' reference manual to change controller mappings to suit your own needs.

PREDATOR

Mac – Place the file labeled ***MPD26-Predator.ecs*** in the Applications/Rob Papen/Predator/ECS folder.

After starting Predator in your host software, click on the **ECS** button at the bottom right of the screen. Select '**Load ECS'** and choose the **MPD26-Predator.ecs** file. Select the Rob Papen Preset on your MPD26 and the controllers will be mapped to some of the most used functions. See the 'Predator' reference manual to change controller mappings to suit your own needs.

PC – Place the file labeled ***MPD26-Predator.ecs*** into the Rob Papen\Predator\ECS folder in your default VST folder. (Usually C:\Program Files\Steinberg\VstPlugins)

After starting Predator in your host software, click on the **ECS** button at the bottom right of the screen. Select '**Load ECS'** and choose the **MPD26-Predator.ecs** file. Select the Rob Papen Preset on your MPD26 and the controllers will be mapped to some of the most used functions. See the 'Predator' reference manual to change controller mappings to suit your own needs.

ALBINO3

Mac – Place the file labeled ***MPD26_Albino.MOD*** on your computer. We suggest placing it in the Library/Application support/LinPlug folder

After starting Albino 3 in your host software, click on the **ECS** button at the bottom right of the screen. Select '**Load ECS'** and choose the **MPD26_Albino.MOD** file. Select the Rob Papen Preset on your MPD26 and the controllers will be mapped to some of the most used functions. See the 'Albino3' reference manual to change controller mappings to suit your own needs.

PC – Place the file labeled ***MPD26_Albino.MOD*** on your computer. We suggest placing it in the Rob Papen\ECS folder in your default VST folder. (Usually C:\Program Files\Steinberg\VstPlugins)

After starting Albino 3 in your host software, click on the **ECS** button at the bottom right of the screen. Select '**Load ECS'** and choose the **MPD26_Albino.MOD** file. Select the Rob Papen Preset on your MPD26 and the controllers will be mapped to some of the most used functions. See the 'Albino3' reference manual to change controller mappings to suit your own needs.

Rob Papen

AKAI MPD26 PRESET MAPPINGS

	BLUE	PREDATOR	ALBINO 3		
			ANALOG	DIGITAL	NOISE
Fader 1	OSC Volume 1	Osc 1 waveform	osc1 waveform	Osc1 Wave Morph	Osc1 noise color
Fader 2	OSC Volume 2	Osc 1 Volume	osc1 volume	osc1 volume	osc1 volume
Fader 3	OSC Volume 3	Osc 2 waveform	osc2 waveform	Osc2 Wave Morph	Osc2 noise color
Fader 4	OSC Volume 4	Osc 2 Volume	osc2 volume	osc2 volume	osc2 volume
Fader 5	OSC Volume 5	Osc 3 waveform	osc3 waveform	Osc3 Wave Morph	Osc3 noise color
Fader 6	OSC Volume 6	Osc 3 Volume	osc3 volume	osc3 volume	osc3 volume
Knob 1	OSC Semi 1	Osc 1 Sym	osc1 symmetry	--	--
Knob 2	OSC Semi 2	Osc 1 Sub	osc1 filter balance	osc1 filter balance	osc1 filter balance
Knob 3	OSC Semi 3	Osc 2 Sym	osc2 symmetry	--	--
Knob 4	OSC Semi 4	Osc 2 Sub	osc2 filter balance	osc2 filter balance	osc2 filter balance
Knob 5	OSC Semi 5	Osc 3 Sym	Osc3 symmetry	--	--
Knob 6	OSC Semi 6	Osc 3 Sub	Osc3 filter balance	Osc3 filter balance	Osc3 filter balance

USING THE MPD26 WITH SONAR

This Preset designed for use with Sonar. By using different MIDI Ports, it allows use of both MIDI Machine Control from the MPD26's transports, and also provides a good amount of controls for use with Sonar's ACT Midi Controller.

To use the MPD26 transport controls in sonar, do the following:

1. Select **Options / Control Surfaces**.
2. Press the **Add New Control Surface** button
3. Choose **MMC** for control surface, and choose **USB AUDIO DEVICE** for in and out ports.
4. Press the **Add New Control Surface** button
5. Choose **ACT MIDI Controller**, and choose **USB AUDIO DEVICE [2]** for in and out ports.
6. Press **OK**.

With this preset, controls from the MPD26's knobs will be sent on port B, and the keyboard, mod wheel etc, will be sent on port A, allowing you to simultaneously record midi keyboard performances and automation with the Sonar ACT MIDI Controller. Knobs 9-12 in banks A and B send standard midi controllers to Port A for use with Non-ACT Compatible Plugins.

For More information on mapping controllers and using the ACT MIDI Controller, please consult the Cakewalk Help file.

USING THE MPD26 WITH VIRSYN SYNTHS

TERA 3

Mac – Place the file in the **Virsyn / Tera** folder labeled *VSMIDI.vsm* in the **Applications / Tera3** folder.

When you start up Tera it will automatically have the right mappings for the MPD26. Select the VirSyn Preset on your MPD26 and the controllers will be mapped to some of the most used functions.

POSEIDON

Mac – Place the file in the **Virsyn / Poseidon** folder labeled *VSMIDI.vsm* in the **Applications / Poseidon** folder

When you start up Poseidon, it will automatically have the right mappings for the MPD26. Select the VirSyn Preset on your MPD26 and the controllers will be mapped to some of the most used functions.

	POSEIDON	TERA 3
Fader 1	Wave Env - Attack	Filter 1 - cutoff
Fader 2	Wave Env - Decay	Filter 1 - reso.
Fader 3	Wave Env - Sustain	Filter 2 - cutoff
Fader 4	Wave Env - Release	Filter 2 - reso.
Fader 5	Spect - Residual	TerFilter - cutoff
Fader 6	Spect - Spread	TerFilter - morph
Knob 1	Wave - Posistion	Mixer 1
Knob 2	Wave - Time	Mixer 2
Knob 3	Wave - Loopstart	Mixer 3
Knob 4	Wave - Length	Mixer 4
Knob 5	Spect - Partials	Mixer 5
Knob 6	Spect - Bright	Overdrive

USING THE MPD26 WITH ARKAOS VJ

Arkaos is a visual effects program that allows you to trigger video, still and flash clips from a MIDI source. This program is and other VJ applications are actually very well suited for using the MPD26.

This preset is not specific to Arkaos but is designed to allow you to quickly customize your Arkaos presets.

Pads – The pads have been programmed to be latched or toggled on and off. This allows you to assign backgrounds, overlay clips or fx that will run until you hit the pad a second time to turn it off. You can use the NOTE REPEAT function to retrigger your video at timed intervals. By playing with the GATE TIME on NOTE REPEAT you can set how long the note stays on before retriggering. By setting a short GATE TIME the clip or effect will flash on and then off quickly. With a long GATE TIME of 99, the note off and note on are very close so it looks like the clip is looping.

Controllers – the controllers are set from 1 - 6 (knobs) and 9-14 (faders).

The MPD26 makes a great VJ controller. Dig in and discover the possibilities.